

AlphaGo Zero superhuman [7] superhuman deep-learning reinforcement superhuman

AlphaGo Zero と AlphaGo Master
AlphaGo Master と superhuman と AlphaGo Master と 60 と
3 と AlphaGo Master と superhuman と AlphaGo Master と
AlphaGo Zero と superhuman と superhuman [8]

AlphaGo Zero と AlphaGo Master と AlphaGo Master と

AlphaGo と AlphaGo と

AlphaGo と Turing Machine と deep-learning と AlphaGo と
Deepmind と AlphaGo
Zero と AlphaGo Master と AlphaGo Zero と AlphaGo Zero と

Deep-learning と credit と
reinforcement と credit と reinforcement と local
trap と

ideas are cheap と idea と
cheap と reinforcement と [9]

leukotomy と reinforcement と peer review と
Socratic method と peer review と
Socratic method と peer
review と

AlphaGo と
reinforcement と

[10]

[11]

Turing Machine と
Turing Machine と local trap と Universal approximation と

Socratic method と
Superhuman と
Superhuman と

Figure 1: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 2: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 3: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 4: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 5: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 6: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 7: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 8: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 9: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 10: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 11: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Figure 12: The relationship between the Turing Machine and the Socratic method. The Turing Machine is a model of computation, and the Socratic method is a model of learning. The relationship between them is that the Turing Machine can be used to simulate the Socratic method.

Leukotomy and the BRAIN Initiative

Leukotomy is a surgical procedure that involves the removal of a portion of the brain's white matter. It was first performed in 1935 by Walter Freeman, a neurosurgeon who believed that it could cure mental illness.

1. The relationship between personalities and mental diseases. The BRAIN Initiative project is a research program that aims to understand the brain and its functions. It is a multi-agency effort that involves the National Institutes of Health, the National Science Foundation, and other federal agencies.

2. The relationship between leukotomy and the BRAIN Initiative. The BRAIN Initiative project is a research program that aims to understand the brain and its functions. It is a multi-agency effort that involves the National Institutes of Health, the National Science Foundation, and other federal agencies.

3. The relationship between personality and intelligence. The BRAIN Initiative project is a research program that aims to understand the brain and its functions. It is a multi-agency effort that involves the National Institutes of Health, the National Science Foundation, and other federal agencies.


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[2] 文章 Cracking Go 介绍了 Deep Blue 和 AlphaGo 的棋局，以及 AlphaGo 的棋局。

[4] 

AlphaGo 围棋人工智能挑战赛

AlphaGo 是 Google 开发的 AlphaGo Zero 是 AlphaGo 的升级版，达到了 Human level artificial intelligence 的水平。

Google/Deepmind AlphaGo

[5] superhuman  
Alpha [6]

Deepmind Alpha Nature Magazine Alpha

[6] AlphaGo vs AlphaGo Master 60+3

[illegible]

AlphaGo Master

[7] <http://www.alphago-games.com/> Full Strength of Alphago Zero, i.e. Final Form 40 Blocks 20 Blocks Not Full Strength of Alphago Zero

AlphaGo Zero 超human 超human

[8]

[9] 2012 "Show, don't tell" show Socratic method tell and discuss

Ideas are cheap

[10] "Go gaming is strictly defined within a very small space. Industrial automations are typically designed in well controlled environments, but not strictly defined. Car driving is regulated, but the environment is not well controlled"

[11]

AlphaGo



[12] AlphaGo Master AlphaGo AlphaGo AlphaGo

[13] Dialogue Concerning the Two Chief Word Systems Socratic Method

AlphaGo

[14] AlphaGo

AlphaGo  
BRAIN Initiative project

[15] Leukotomy  BRAIN Initiative project  **BRIAN Initiative**

[16] Google DeepMind Team, "AlphaGo," <https://www.deepmind.com/games/alpha-go>